

## CLAIMS

I claim:

1. A rendering system comprising:

a force modeler that is configured to model forces that are applied to a glyph in

5 dependence upon a placement of the glyph, and

a glyph positioner, operably coupled to the force modeler, that is configured to select a preferred placement of the glyph, based on the forces that are applied to the glyph at the preferred placement.

10 2. The rendering system of claim 1, further including

a glyph scaler that is configured to provide the glyph to the glyph positioner, based on a glyph description.

3. The rendering system of claim 1, further including

15 at least one of a display device and a print device that is configured to render the glyph at the preferred placement.

4. The rendering system of claim 1, wherein

20 the force modeler is configured to determine the forces that are applied to the glyph based upon an amount of coverage of a set of pixels of an array of pixels.

5. The rendering system of claim 4, wherein

the set of pixels comprises pixels that are partially covered by the glyph.

25 6. The rendering system of claim 4, wherein

the force modeler is further configured to determine the forces that are applied to the glyph based on a preferred spacing of the glyph relative to an adjacent glyph.

7. The rendering system of claim 1, wherein

the force modeler is configured to determine the forces that are applied to the glyph based on a preferred spacing of the glyph relative to an adjacent glyph.

5 8. The rendering system of claim 1, wherein

the force modeler is configured to determine the forces that are applied to the glyph based on at least one of:

a linear model,

a force-density model,

10 a spring model, and

a gravity well model.

9. The rendering system of claim 1, wherein

the force modeler is configured to determine the forces that are applied to the glyph, based on a coverage of one or more pixels by the glyph, so as to effect a change of the coverage of the one or more pixels by the glyph.

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10. A method of rendering a glyph to an array of pixels, the method comprising:  
modeling forces that are applied to the glyph in dependence upon a placement of the  
glyph, and  
selecting a preferred placement of the glyph, based on the forces that are applied to the  
glyph at the preferred placement.

11. The method of claim 10, further including  
scaling the glyph, based on a description of the glyph.

12. The method of claim 10, further including  
rendering the glyph at the preferred placement on at least one of: a display device and a  
printer device.

13. The method of claim 10, wherein  
determining the forces that are applied to the glyph is based upon an amount of coverage  
of a set of pixels of the array of pixels.

14. The method of claim 13, wherein  
the set of pixels comprises pixels that are partially covered by the glyph.

15. The method of claim 13, wherein  
determining the forces that are applied to the glyph is further based on a preferred  
spacing of the glyph relative to an adjacent glyph.

16. The method of claim 10, wherein  
determining the forces that are applied to the glyph is based on a preferred spacing of the  
glyph relative to an adjacent glyph.

17. The method of claim 10, wherein

determining the forces that are applied to the glyph is based on at least one of:

a linear model,

a force-density model,

a spring model, and

a gravity well model.

18. The method of claim 10, wherein

determining the forces that are applied to the glyph is based on a coverage of one or more

pixels by the glyph, so as to effect a change of the coverage of the one or more pixels by the glyph.

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